Subject: gdb integration improvement
Posted by cocob on Sun, 30 Nov 2008 12:19:10 GMT
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I have made some improvement with printing values with gdb.
These are examples and they must me completed, corrected and optimized. (I'm not at ease with strings...)

Now when i have a pointer in watches, I get the pointer value and the pointed value :

```
int b=3;
int *a = &b;
=> a = (int*)0x12345678 -> 3
```

When i have a tab i can print several values with comma operator

```
double tab[3];
tab[0] = 1.0;
tab[1] = 1.5;
tab[2] = 2.0;
=> tab,3 = 0=1.000000 , 1=1.500000 , 2=2.000000
```

I can use overloaded operators like * and []

```
std::vector<int> vec;
Upp::Vector<int> uppVec;
vec.push_back(1);
vec.push_back(2);
std::vector<int> iterator iter = vec.begin();
uppVec.Add(5);
uppVec.Add(6);
=> uppVec[vec[0]] = 6
=> *iter = 1
```

For the moment the expression conversion is made by a map on the code

```
 bindTabOperator.Add("struct vector", "_Vector_base._M_impl._M_start");
bindStarOperator.Add("struct __normal_iterator", "_M_current");
```

But for example it would be nice to allow the user to add some expression.

What do you think about it ?

File Attachments

1) gdb.tar.gz, downloaded 568 times